Events

> Boss & Cutscene music are not available.

Start & Stop Events

```
play_music_doom_2016_01_intro
play_music_doom_2016_02_resops
play_music_doom_2016_03_foundry
play_music_doom_2016_04_surface_1
play_music_doom_2016_05_argent
play_music_doom_2016_06_bka
play_music_doom_2016_07_surface_2
play_music_doom_2016_08_bfg
play_music_doom_2016_09_lazarus
play_music_doom_2016_10_bkb
play_music_doom_2016_11_bkc
play_music_doom_2016_12_polar_core
play_music_doom_2016_13_titan
play_music_main_menu_01
```

Music States

Only **map_start**, **light**, **heavy** and **end** will work for every Start & Stop Events

```
music_doom_2016_combat_state/end
music_doom_2016_combat_state/heavy
music_doom_2016_combat_state/light
music_doom_2016_combat_state/light_end
music_doom_2016_combat_state/map_start
music_doom_2016_combat_state/none
music_doom_2016_combat_state/reveal
music_doom_2016_combat_state/rune_challenge_end
music_doom_2016_combat_state/rune_challenge_start
music_doom_2016_combat_state/vulnerable
```

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